



TETPИѢ™

(TETRIS)

The Soviet Challenge

Macintosh® Version

Amiga® Version

Spectrum HoloByte™

Original TETRIS™ concept by Alexey Pazhitnov
Original design and program by Vadim Gerasimov

Macintosh version design: Roland Gustafsson and Sean Barger
Macintosh programming: Roland Gustafsson
Graphics: Dan Guerra, Jeff Stokol, and Tim Dunn
Sound and music: Ed Bogas, Ty Roberts, Neil Cormia, Gary Clayton, and
Bogas Productions
Producer: Sean B. Barger
Manual: Andrea Scuffos and Larry Throgmorton
Manual Layout: Sally Joy Park
Package design: Karen Sherman and Sean B. Barger

Special thanks to: Dan Geisler, Anton Widjaja, Gary Poon, Eng An Jio,
Mark Johnson and the Beta Test crew!

If you have questions regarding the use of TETRIS, or any of our other products, please call Spectrum HoloByte Customer Support between the hours of 9:00 AM and 5:00 PM Pacific time, *Monday through Friday*, at the following number:

(415) 522-1164

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TETRIS™



TETRIS for the Amiga®

Loading the Program

Turn on the computer. (Amiga 1000 owners must use *Kickstart*.) When prompted for the Workbench disk, place the Tetris disk into the drive. The game will "auto-boot."

If you're running CLI, place the Tetris disk in the drive, and log onto the drive. Then type **tetris** and press **return**. Unfortunately, the program cannot be run from the Workbench.

There is no desk accessory version as stated on page 5 of the manual. If you have 1 megabyte RAM or more, Tetris can be multi-tasked.

General Rules for Game Play

Your mouse has two buttons. Hold down the right button to display the menu bar. Move the pointer beneath the option you want, and then "pull down" the menu. Drag the pointer to highlight the item you want and release the mouse button.

Use the left button to select height and level options.

Making a Backup Copy

Tetris for the Amiga is key disk copy-protected, which means that you can make a backup copy. The backup copy cannot be named "Tetris." You must insert the original disk, however, when prompted by the program for "Tetris."

Keyboard Commands

Several of the File menu items may be selected from the keyboard. Hold down the Amiga key (located to the right of the space bar) and the appropriate key simultaneously.

Reset Scores	Amiga-R
Tournament	Amiga-T
Abort Game	Amiga-A
Quit	Amiga-Q

The Options menu items may also be selected from the keyboard.

Pause Game	P
Next Shape	N
Sound	S
Continuous Sound	C
Help	F1
Statistics	F2
Level	F3
Description	F4
Advanced Mode	A

Other

Page 7: Advanced Mode is selected from the Options menu or keyboard, not from the level/height screen as in the Mac version.

Page 11: You cannot drag the panels around on the Amiga screen.

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- Amiga version programmed by John Jones-Steele and Kevin T. Seghetti.
 - Program graphics for Amiga version by Jody Sather and Dan Guerra.
 - Original sound and music by Ed Bogas and Bogas Productions.
 - Amiga music player by Kevin T. Seghetti.
 - Addendum by Marisa Ong.
 - Special thanks to Billy Sutyono, Ty Roberts, Gary Clayton, Dan Geisler, Eng An Jio, Anthony Chiang, John Lee, and Anton Widjaja.

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TETPPI€™ (TETRIS)



The Soviet Challenge

PLAYER'S GUIDE

Spectrum HoloByte™



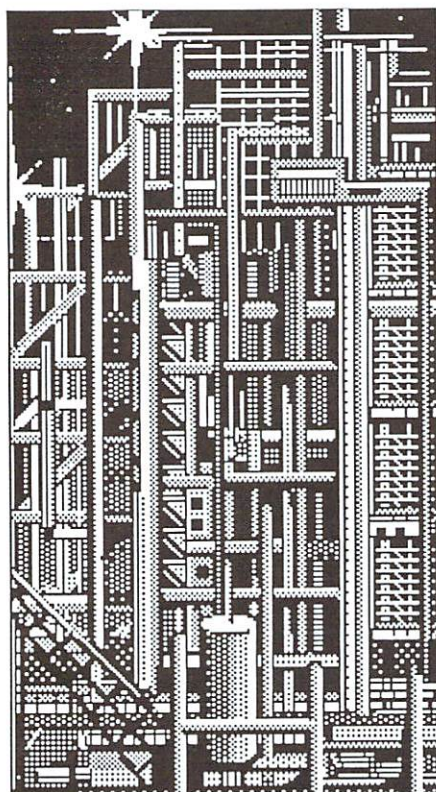
INTRODUCTION

TETRIS™ was invented by a 30-year-old Soviet researcher named Alexey Pazhitnov who currently works at the Computer Centre (AcademySoft) of the USSR Academy of Sciences in Moscow. The original programmer was 18-year-old Vadim Gerasimov, a student studying Computer Informatics at Moscow University.

TETRIS came into being through the joint efforts of *AcademySoft* (Moscow), *Andromeda Software Ltd* (London), and *Spectrum HoloByte* (USA).

TETRIS will challenge even the most seasoned hand. As the four-square pieces tumble from the top of the screen into an empty pit, it's up to you to rotate them into a position which leaves no gaps in the layers at the bottom. Your speed and maneuvering ability will reap great rewards. Once aligned, you can drop the pieces into place and increase your score.

The tension escalates as you close the gaps in the layers across the bottom of the pit. As the lines are filled, they disappear. After a certain number of lines disappear, the four-square pieces fall at a faster rate! There are ten levels (and additional options such as the *Advanced Mode* and *Tournament* play) to continually challenge your mastery of this perplexing game.



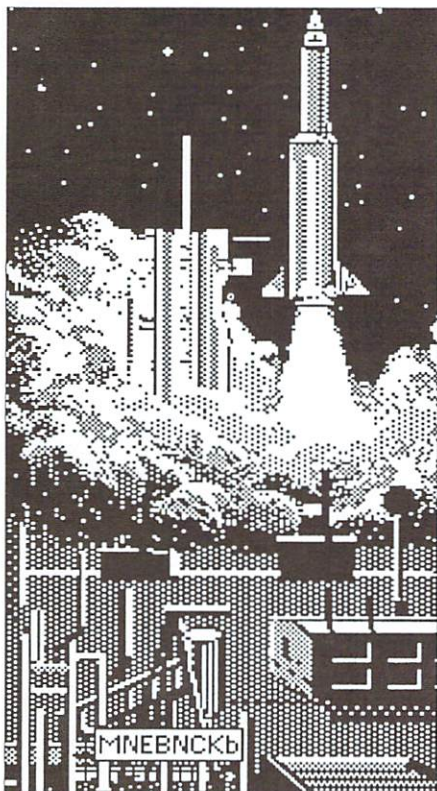
Enjoy the many features and options while trying to close in on the solution of TETRIS, only to find it's just outside your grasp! TETRIS is different every time you play. We know you'll find it provocative, fun, and utterly addictive!

SYSTEM REQUIREMENTS

The Macintosh version of TETRIS runs on all Macintosh computers with at least 512K RAM. (See the enclosed card for additional information on the Macintosh II.)

LOADING THE GAME

We believe you won't be able to stay away from TETRIS for very long! Therefore, we've created two different Macintosh versions: **Standard** and **Desk Accessory**. There are some differences between these two versions. For example, the D/A version saves only one high score, doesn't have music, and has only one menu, called TETRIS. However, playing the game is identical in both versions. The big advantage in installing the desk accessory in your system is that TETRIS is available to play. Our heavy spreadsheet and database users here at Spectrum HoloByte love this feature!



Making a Backup Copy of the TETRIS Disk

You should immediately make a backup copy of the disk and use the backup for everyday operation. Follow the normal Macintosh conventions for copying disks, but make sure your **original** disk is locked (i.e., the write-protect tab has been set) before you make the backup, so you don't accidentally erase the original TETRIS disk.

If you wish, you may copy TETRIS to your hard drive. (Note: Don't copy the **System** and **Finder** files from the TETRIS disk to your hard drive.)



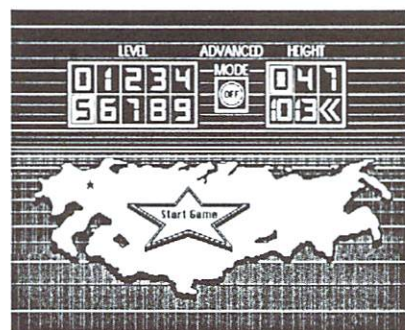
Macintosh standard version: Place the backup TETRIS disk in the internal drive, and power up the computer. The game will auto-boot.

If your computer is already running, you may also load TETRIS by opening the TETRIS disk, and then double-clicking on the TETRIS icon.

Desk accessory version: Install TETRIS as you would any desk accessory with the Font D/A Mover application. Please refer to your Macintosh manual for more information.

THE GAME

After TETRIS loads, the title and credit screen comes up along with some music to help get you in the mood to play. Click the mouse button (or press return) to continue to the Selection Screen.



Level

As the level increases, the four-square pieces fall faster from the top of the screen. This panel lets you choose the level (from 0 to 9) you want to begin with.

-to select the level, click on the number. (You may also use the 4 and 6 keys on the numeric keypad, or the letters J and L to move highlighting.)



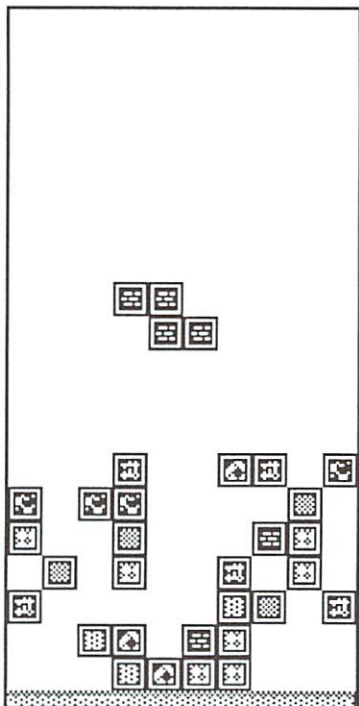
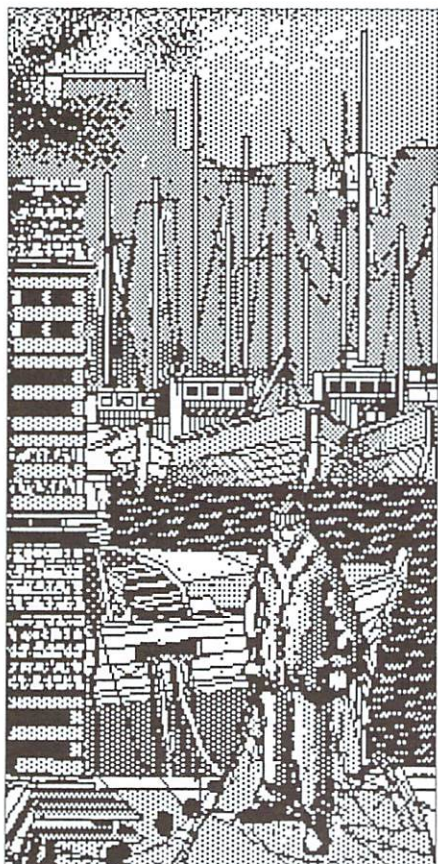
Advanced Mode

Clicking this button toggles the Advanced Mode, which doubles the speed of all levels. Scores earned in *Advanced Mode* are **boldfaced** in the High Scores list.

Height

You normally start the game with an empty pit (0 on the *Height* panel). To increase the challenge in TETRIS, you can raise the height from the

bottom by selecting one of the other numbers in the *Height* menu. For instance, if you select 7 you will find seven randomly filled layers when you start to play.



You can challenge another player to better your score. When you have finished a game, have him/her select the << (repeat) symbol from the *Height* menu. This option begins a new game with the same block configuration as the *previous game* (that is, the game you just finished). And the pieces fall from the top in the same sequence as the previous game. So, you are competing under the exact same circumstances.

(Note: There is also a special Tournament Play mode available that allows up to six players to compete. See page 9.)

-to select a height (or repeat,) click on a number (or the << symbol.) (You can also use the numbers 8 and 5 on the numeric keypad or the letters I and K to move the highlighting.)

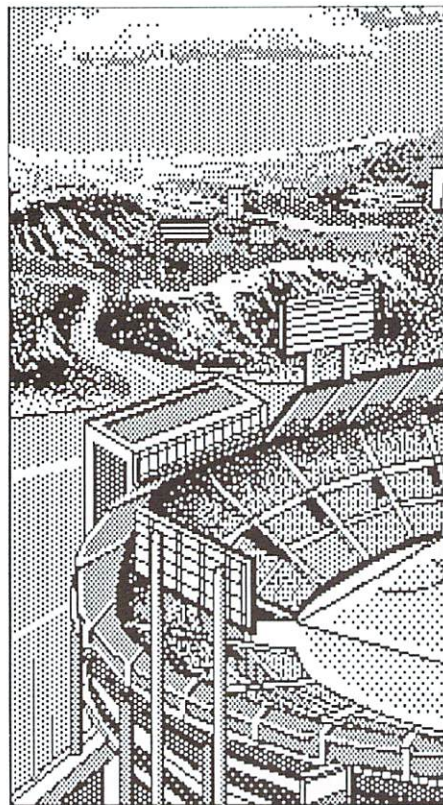
To start the game, click on the **Start Game** button (or press return).

To play: There are two methods by which deft fingers can maneuver the four-square pieces into place:

from numeric keypad ↵		
J =	move left	= 4
L =	move right	= 6
K =	rotate	= 5
I =	speed up	= 8
, =	drop	= 2
↵ or use these keys		
also, spacebar = drop		

Scoring

- The faster a four-square piece comes to rest in the pit, the more points you accrue. After aligning the pieces, you can "drop" them into place by hitting the designated key.
- The higher the starting layers in the pit, the more points you get.



As you can see, playing TETRIS is simple. But, like many worthwhile endeavors, "simple" isn't always easy.

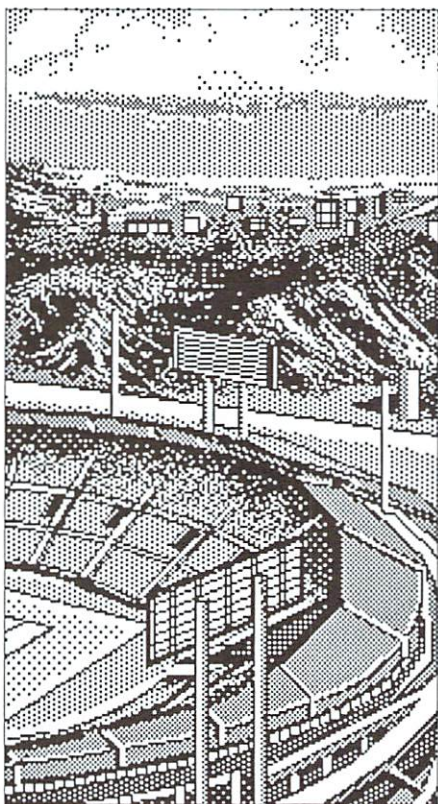
Additional Features

A standard Macintosh menu bar is available. Move the pointer to the very top of the screen, and hold the mouse button to display the menu bar. Then select items from the menu in the normal way.

(Note: The Edit menu is provided as a convenience for use with other desk accessories. It is not used with TETRIS.)

File Menu ⌘ R = Resets High Scores display.
 ⌘ A = Abort. Ends current game/takes you to "Top Ten Comrades" screen.
 ⌘ T = Tournament mode.

⌘ Q - Ends game and takes you directly to the desktop.



Tournament Play

When you select *Tournament* from the menu, you are shown the Tournament Roster box. Type in the names of up to six players.

You may also select a time limit, which represents the maximum length of time each player's game can last. Click on the arrows to increase or decrease the time. The default is no time limit.

When you're ready to begin, press **return** while the text insertion point is in the empty line after the last player's name. You're returned to the Level/Height screen.

After you click the Start Game button, each player gets a chance to play with the same sequence of pieces as everyone else. The player with the highest score wins. (There is a separate scoreboard for *Tournament Play*. However, the scores may be placed on the "Top Ten Comrades" scoreboard, if they're high enough.)

Options Menu

⌘ P = Pauses the game. (And restarts it.)

⌘ N = Next shape. This command toggles the display in the *score box* of the next piece that will fall. The *score box* is displayed in the upper right side of the screen.

⌘ S = This command toggles the game sounds on and off.

⌘ K = Continuous sound. When selected, music plays all the time. Otherwise, music is played only when you advance levels.

There are five items that you can display during play to assist you. They are toggled on or off with the rest of the commands in the Options Menu. (Note: Most of these help features are always displayed in the desk accessory version. They may not be turned off.)

Options	
Pause Game	⌘ P
Next Shape	⌘ N
✓ Sound	⌘ S
✓ Continuous Sound	⌘ K

✓ Score/Lines	⌘ 0
Help	⌘ 1
Statistics	⌘ 2
Level	⌘ 3
Description	⌘ 4



Score: This is the total score of the game in progress.

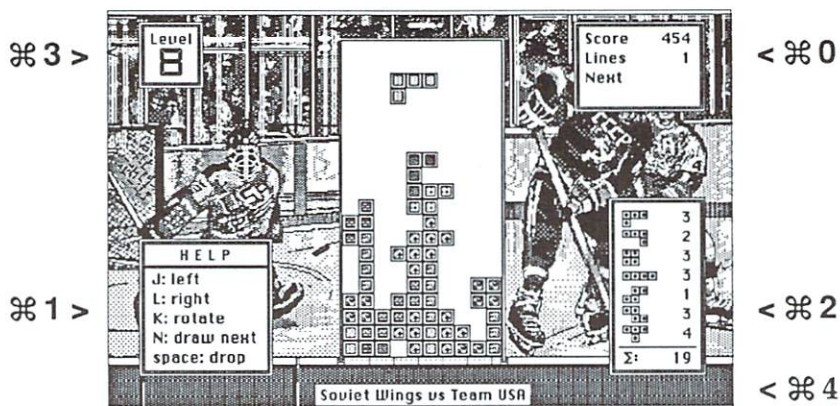
Lines: This number represents the total number of lines eliminated during a current game.

- after a set number of lines is eliminated, the speed automatically increases as you go to the next level.

Next: Here you can see the next piece that will fall.

- To activate this feature, press the letter N.





⌘ 0: Turns the score box off or on.

⌘ 1: Displays the *Help* Menu. (Not available on Desk Accessory)

⌘ 2: Displays *Statistics*; that is, the frequency with which any particular configuration of squares has fallen during a game.

⌘ 3: Displays present *game level*, from 0 to 9.

⌘ 4: Identifies the artwork shown in the background. (Not available on Desk Accessory)

You can drag these panels around on the screen (except for the Desk Accessory version). Position the pointer on the border of the panel, hold down the mouse button, drag the panel to its new position and release the button. The panels can't overlap, and you can't move the main game panel.

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